

**GAME BOY ADVANCE**

AGB-BNNE-USA

# Barbie<sup>™</sup> as The Island Princess

**INSTRUCTION BOOKLET**

**CIVISION**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

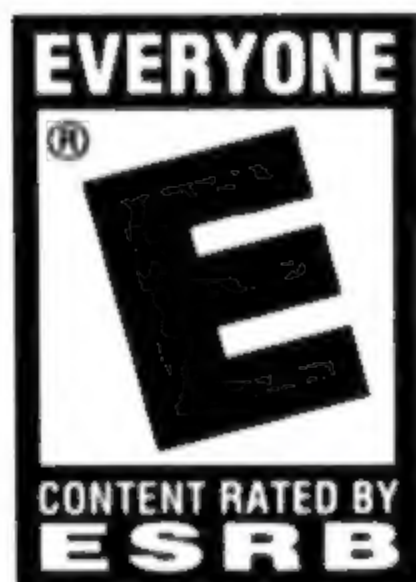
Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

### *Important Legal Information*

*Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.*

*This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.*

*The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.*

**Rev-D (L)**

# Table of Contents

Welcome to Barbie™ as the Island Princess!.....	2
Game Controls .....	2
Starting a New Game.....	3
Loading a Saved Game.....	3
Deleting a Saved Game.....	3
The Main Menu .....	3
Options.....	4
The Dressing Room.....	4
Controls.....	4
The Pause Menu.....	4
Playing the Games .....	5
Deserted Island Location .....	5
Royal Ship Location .....	5
Apollonian Castle Location.....	6
Royal Greenhouse Location.....	6
Hints and Tips.....	7
Customer Support .....	7
Software License Agreement.....	8

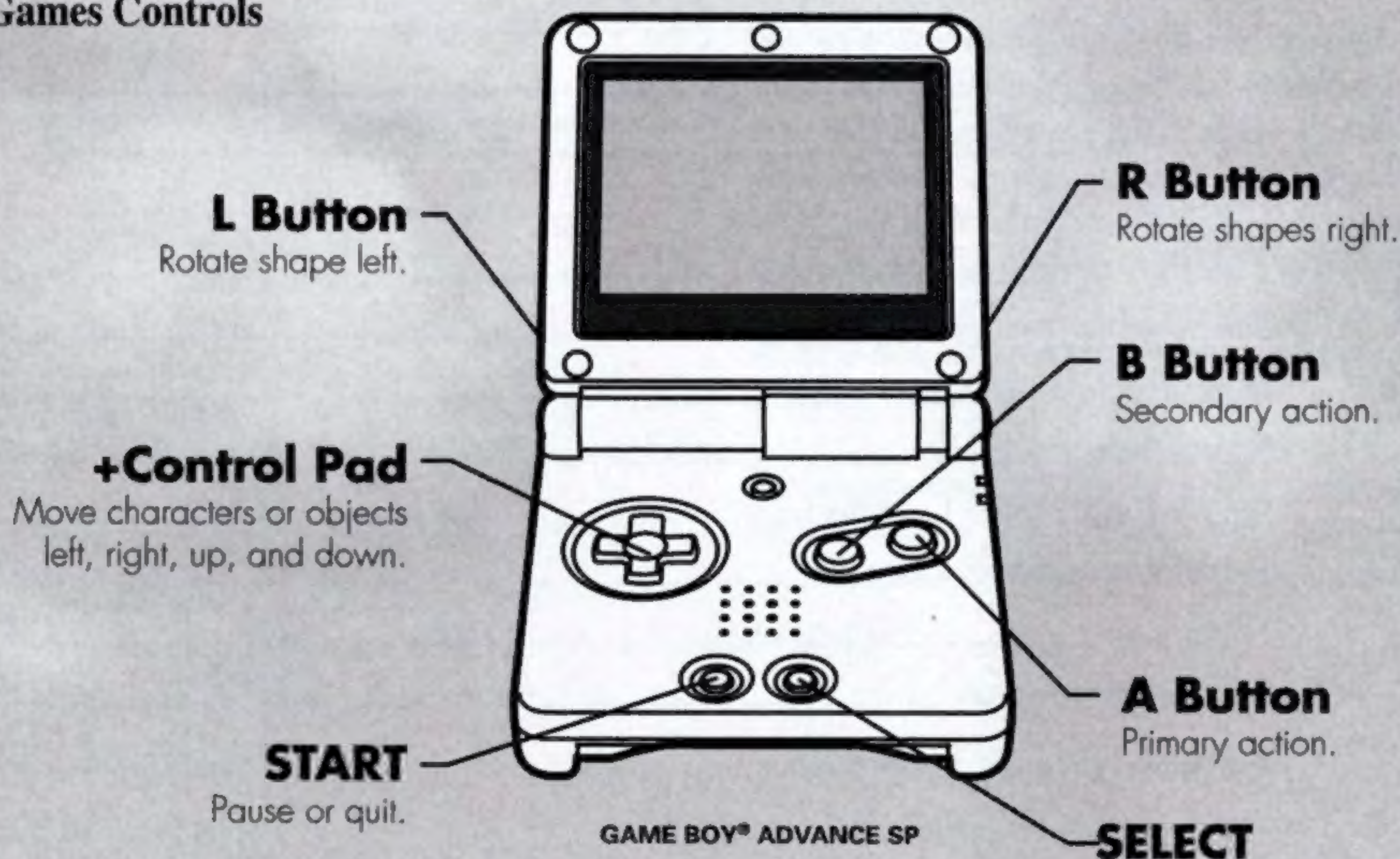
# Welcome to Barbie™ as the Island Princess!

Hi, and welcome to Barbie™ as the Island Princess! Come play with Barbie™ and her family of lovable animals as they meet Prince Antonio™, travel to the kingdom of Apollonia, and discover her real identity. There's plenty to do and lots of things to see. So come on, let's have some fun! You never know what you'll find here – just beware of the crocodiles...

## Game Controls

In Barbie™ as the Island Princess, each mini-game has specific controls. Read the instructions on each Mini-Game Loading Screen carefully.

### General Mini-Games Controls



## Starting a New Game

Okay, let's go! The first time you play the game, you'll need to choose a Profile. You can do that by using the **+Control Pad** to move the butterfly cursor over Profile on the Main Menu. Then press the **A Button**. Once you choose the profile icon you want to use, move the butterfly cursor over it and press the **A Button** to select it. Then move the butterfly cursor over the LOAD icon and press the **A Button** to load that profile. Using a profile saves your progress, so it's a really good idea.

As you play, your profile will be saved automatically after each mini-game so that you can pick up where you left off the next time you play! As you complete different mini-games, you can go back at any time and replay them – just for fun and as many times as you like! Just pick a profile, load it, and we can begin the adventure!

## Loading a Saved Game

If you've played the game before, highlight your profile on the screen by moving the butterfly cursor over it and press the **A Button** to select it. Then move the butterfly cursor over the LOAD icon and press the **A Button** to load your saved game.

## Deleting a Saved Game

If you want to delete one of your saved games, highlight that profile on the screen by moving the butterfly cursor over it and press the **A Button** to select it. Then move the butterfly cursor over the DELETE icon and press the **A Button** to delete that saved game.

## The Main Menu

You're going to start your game on the Main Menu. Use the **+Control Pad** to move the butterfly cursor over Start and press the **A Button** to select it. Then you'll see that there are games to play in 4 different locations – some of them might look familiar! You can play on the Deserted Island, Royal Ship, Apollonian Castle, and Royal Greenhouse.

As you play the mini-games, you'll be helping Barbie™ along on her Island Adventure. Play through each game to unlock special rewards and the next part of the story.

Throughout the game you'll unlock special items for dressing up Barbie™ in the Dressing Room.

## Options

Select this option to change the game settings. Use the **+Control Pad** Buttons to move the butterfly cursor over the slider bars and press the **A Button**.

- Music Option – Adjust the volume of the music.
- Sfx Option – Adjust the volume of sound effects and voices.
- Credits – See a list of all the people who worked on the game.

## The Dressing Room

In the Dressing Room you can dress Barbie™ up in different outfits and accessories. You can unlock more items by completing different mini-games, especially if you get good scores, so practice, practice, practice!

### Controls

- Choose a Dressing Room Item = Use the **+Control Pad** to move the butterfly cursor over the category icons. There are accessories, dresses, and shoes. Press the **A Button** to scroll through and see Barbie™ wear all the items in that category.
- Return to Previous Menu = Press the **B Button**.

## The Pause Menu

You can pause a mini-game at any time by pressing **START**. A menu will be displayed with the following options:

- Continue – Return to the current game.
- Quit – Quit the current game and return to the location menu.

# Playing the Games

## Deserted Island Location

### *Pearl Plunge*

Swing the baskets left, right, up, and down to collect treasures. Watch out for fish and crabs!

#### Controls

- Cast the Net = Press the **A Button**.
- Move = **+Control Pad**.

### *Coco Catch*

Move Rosella™ left and right to catch fruit in her basket.

#### Controls

- Move = **+Control Pad**.

### *Island Tales*

Help Prince Antonio learn the animal language by moving and rotating the shapes to get them into the right places.

#### Controls

- Rotate the shape = Press the **L Button** or **R Button**.
- Move the shape = **+Control Pad**.

## Royal Ship Location

### *Galley Grab*

Grab fruit and place it in the correct barrel on the ship. Watch out for birds!

#### Controls

- Move = **+Control Pad**.

### *Bebop Bubbles*

Move left and right to bounce bubbles. Bounce them five times in a row for bonus points!

#### Controls

- Move = **+Control Pad**.

### *Ringin' Bells*

Ring the bells in the same order as Rosella™ and her friends.

#### Controls

- Choose a Bell = Press the **+Control Pad**.
- Ring a Bell = Press the **A Button**.

## Apollonian Castle Location

### *Belles of the Ball*

Dance to the beat of the music at the royal ball.

#### Controls

- Dance = Press the **+Control Pad**, **A Button**, or **B Button** at the right time.

### *Queen's Bouquet*

Collect flowers that match your Queen's bouquet and put them in her basket.

#### Controls

- Move = **+Control Pad**.
- Pick a Flower = Press the **A Button**.
- Drop a Flower = Press the **B Button**.
- Deliver Flowers = Press the **A Button**.

### *Star Gazing*

Connect the stars in the right order to complete the constellations.

#### Controls

- Observe the Pattern = Press the **A Button**.
- Choose a Star = Press the **+Control Pad**, then press the **A Button**.

## Royal Greenhouse Location

### *Night Light*

Capture fireflies in your net and take them to the correct cage.

#### Controls

- Move = **+Control Pad**.
- Catch Fireflies = Press the **A Button**.
- Put Fireflies into Cage = Press the **A Button**.

### *Lullaby Song*

Guide Rosella™ through the correct colored notes to sing the lullaby song.

#### Controls

- Move = **+Control Pad**.

### *Rose Bug*

Find rose bugs by zooming in on the flowers. Catch them with your net!

#### Controls

- Choose a Flower = Press the **+Control Pad**, then press the **A Button**.

## Hints & Tips

In order to go to another location in the game, you have to earn enough points in your current location. Look for games where you have the least number of points and play them again to try for a higher score.

## Customer Support

### Online Support

Internet: [support@activisionvalue.com](mailto:support@activisionvalue.com) or <http://www.activisionvalue.com>

### Other contact methods

#### *Fax*

(952) 918-9560, 24 hours a day

#### *Mail*

Activision Value, Customer Support  
7800 Equitable Drive  
Eden Prairie, MN 55344

**Register** your product online at <http://register.activision.com> so we can enter you in our monthly drawing for a fabulous Activision prize.

## **SOFTWARE LICENSE AGREEMENT**

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

### **YOU SHALL NOT:**

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game setting including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY

**KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.**

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you have encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 7800 Equitable Dr., Eden Prairie, MN 55344, USA, (952)-918-9400. Attn. Business and Legal Affairs.





# Also Available on Nintendo Wii™ and Nintendo DS™!



**EVERYONE**



Visit [www.esrb.org](http://www.esrb.org)  
for more rating  
information.

**ESRB CONTENT RATING** [www.esrb.org](http://www.esrb.org)



Human Soft Inc.



**GAME BOY ADVANCE**

**NINTENDO DS**

**Wii**

**ACTIVISION.**

Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2007 Mattel, Inc. All Rights Reserved. Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All Rights Reserved. Game Boy Advance and Nintendo DS versions developed by Human Soft, Inc. Nintendo Wii version developed by Ivolgamus. Nintendo DS and Nintendo Wii uses Bink Video. Copyright © 1997-2007 by RAD Game Tools, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. TM, ®, Game Boy Advance, Nintendo DS and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. All other trademarks and trade names are the property of their respective owners. 75399.260.US

[activision.com](http://activision.com)

PRINTED IN USA